

PATENT CLAIMS

1. Method for storing video signals with the aid
of a random access memory (SDRAM) that is operated
5 synchronously during writing and reading, there
being connected downstream of the random access
memory a further memory (FIFO) with different
frequencies for writing and reading, characterised
in that the video signals to be stored are divided
10 into a plurality of parallel data streams, in that
the data streams are time-compressed in such a way
that the compressed data streams take up only a
part of a predetermined write-read cycle for the
random access memory, in that data streams read
15 from the random access memory are conducted via
the further memory and combined to form video
signals.

2. Method according to Claim 1, characterised in
20 that the write-read cycle comprises a write period
and at least one read period.

3. Method according to Claim 2, characterised in
that the write-read cycle comprises a write period
25 and three read periods.

4. Method according to either of Claims 2 and 3,
characterised in that the write or read periods in
each case contain, prior to the writing or
30 reading, respectively, control time segments for
setting the random access memory for writing or
reading, respectively, and, after the write or
read periods, respectively, control time segments
for terminating the writing or reading,
35 respectively.

5. Method according to Claim 4, characterised in that the random access memory is furthermore refreshed in the time segments.

5 6. Method according to one of the preceding claims, characterised in that, in the control time segments preceding the writing or reading, the following code sequence is fed to the random access memory: NOPS, PALL, NOPS, REF, ACTV, ACTV,
10 NOPS.

7. Method according to one of the preceding claims, characterised in that, in the control time segments after writing or reading, the following
15 code sequence is fed to the random access memory: BST, PALL, REF, NOPS.

8. Method according to one of the preceding claims, characterised in that the video signals
20 are divided pixel by pixel.